NES-OR-USA

SHORT ORDER™

EGG-SPLODE!™

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Thank you for selecting the Nintendo Entertainment System® Short Order™ / Eggsplode™ Game Pak. This game requires the Power Pad™ attachment.

Please read this instruction booklet to ensure proper handling of your new game, then save the booklet for future reference.

CONTENTS

1. PRECAUTIONS 3
2. HOW TO CONNECT THE POWER PAD 4
3. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS 5
4. HOW TO OPERATE THE POWER PAD 5
5. HOW TO PLAY 6

PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.
4) Store the Game Pak in its protective sleeve when not in use.
5) Always check the Game Pak edge connector for foreign material before inserting the Game Pak into the Control Deck.

Note:
In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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SAFETY PRECAUTIONS

WARNINGS FOR THE SAFE USE OF THE POWER PAD

- The Power Pad is intended for use in fun and relaxing exercise with the NES and should be used carefully.
- Always stay on the Power Pad surface and run or jump with control and care.
- Do not jump forward on to the hard plastic connector cover affixed to the front edge of the Power Pad.
- The Power Pad may be slippery. Always check to be sure Pad will not slip on floor and that you will not slip on Pad.
- Always do warm up exercises before using Power Pad.
- Persons with heart, respiratory, back and joint problems, or high blood pressure or under a physician's direction to restrict activity should not use the Power Pad without a physician's advice. Pregnant women should not use.
- Do not wear shoes.
- Keep sharp objects away from the Power Pad at all times.
- Keep the Power Pad away from all water or direct heat sources, including stoves, radiators, heaters and fireplaces at all times. Do not use Power Pad outdoors.

HOW TO SET UP YOUR POWER PAD SAFELY

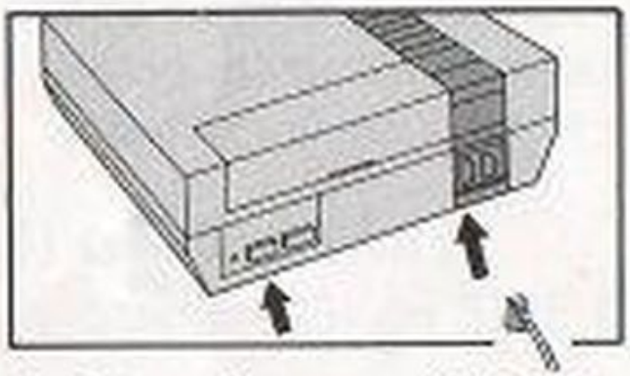
- Place the Power Pad and the NES on a firm, flat surface as far away as possible from the TV set and other sharp objects or corners. Check carefully to insure you will not hit any objects if you stumble and fall during play.
- Turn the NES Control Deck OFF when changing any Game Pak or making a connection from the Power Pad. Sometimes static electricity builds up in the Power Pad and connecting it with the power on could damage the Nintendo Entertainment System. Do not stand on the Power Pad while making a connection.
- When unplugging the Power Pad connector from the Control Deck, always hold the connector itself, not the cord. Do not touch the terminals or wet them with water.
- Keep the Power Pad clean and dry during play.

Failure to read and comply with the instructions, including safety precautions, may result in personal injury to you and/or damage to the Power Pad. Nintendo of America Inc. assumes no responsibility, obligation, or liability for injuries sustained due to such failure.

2. HOW TO CONNECT THE POWER PAD

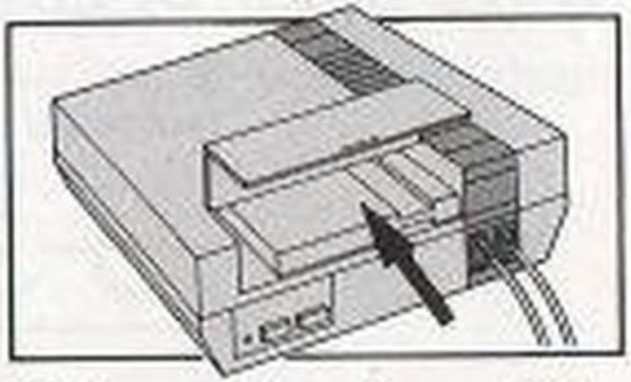
HOW TO CONNECT THE POWER PAD TO YOUR NINTENDO ENTERTAINMENT SYSTEM CONTROL DECK.

To adjust the television screen when connecting the Control Deck to your television, carefully read the Control Deck and television instructions.



1. Turn the control Deck Power Switch to OFF. Plug the Control Deck Controller connector into the No. 1 socket on the front of the Control Deck.

2. Plug the Power Pad Connector into the No.2 socket on the front of the Control Deck.

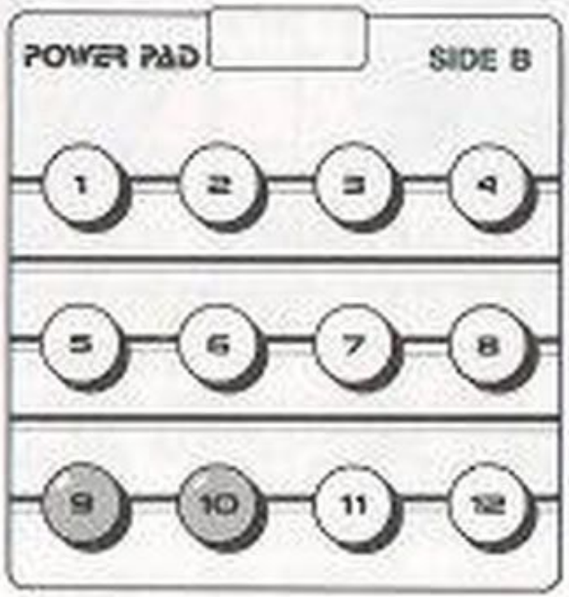


3. Insert the Game Pak into the Control Deck. Open up the Power Pad completely, then turn on the Power Switch on the Control Deck.

3. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

* Controller I and II are not used in this game.
* The high score will be deleted if the RESET button is pressed or the power is turned OFF.

4. HOW TO OPERATE THE POWER PAD



Use SIDE B.

* Step on (9) to start the SHORT ORDER.
* Step on (10) to start the EGGSPLODE.

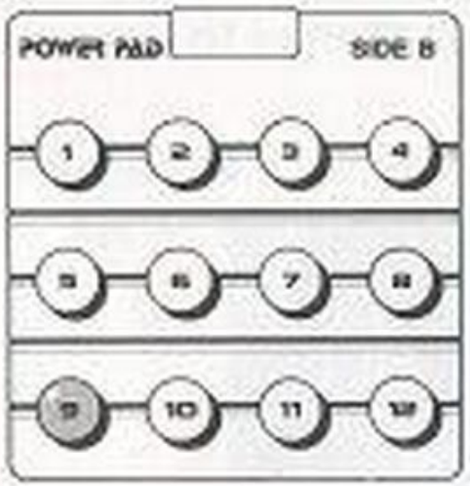
5. HOW TO PLAY

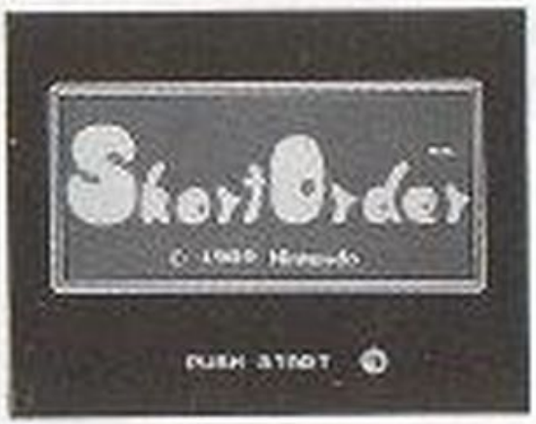
- **SHORT ORDER**

  This is a memory game where you see how many ingredients you can stack up in the same sequence that they were ordered in.
  You work in a hamburger shop. An animal comes to the shop. At first, he orders a hamburger with three ingredients (there are four types of ingredients; meat, cheese, tomato, and lettuce.) Then he will keep adding one ingredient each turn. You have to remember the orders he places and make them correctly.
  If you make the hamburger just as he ordered, he will eat it and leave the shop satisfied. If you get it wrong, he gets mad at you!

1) GAME START

Step on (9) on SIDE B of the Power Pad.





2) GAME SELECT

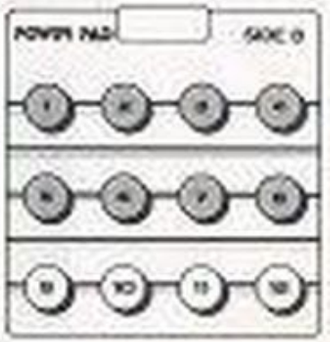
* 10 STORY BURGER (1) (2)
  When you step on (1) and (2) on the Power Pad at the same time, a mouse will appear and the game will start. This is a challenge to keep on making hamburgers until the mouse orders 10 ingredients.
* 20 STORY BURGER (3) (4)
  When you step on (3) and (4) on the Power Pad at the same time, a turtle will appear and the game will start. This is a challenge to keep on making hamburgers until the turtle orders 20 ingredients.
* 30 STORY BURGER (5) (6)
  When you step on (5) and (6) on the Power Pad at the same time, a duck will appear and the game will start. This is a challenge to keep on making hamburgers until the duck orders 30 ingredients.
* 40 STORY BURGER (7) (8)
  When you step on (7) and (8) on the Power Pad at the same time, a rabbit will appear and the game will start. This is a challenge to keep on making hamburgers until the rabbit orders 40 ingredients.
* Once you stack up the number of ingredients required, you win, and the game will end.

* CHALLENGE 99 (9) (10)
When you step on (9) and (10) on the Power Pad at the same time, a pig will appear and the game will start. In this game, your challenge is to keep on making hamburgers until the pig orders 99 ingredients. Up to five players can participate in this game. All players' scores will appear on the screen at the end of the game.

* 2-PLAYER GAME (11) (12)
When you step on (11) and (12) on the Power Pad at the same time a fox and a dog will appear on the screen.
One player is a fox. The other player is a dog. When the game starts, the fox automatically orders the first three ingredients.
After that, the two players keep ordering alternately adding one ingredient per order. If one player misses three times, the other player wins!

3) GAME PLAY

* The Power Pad will work only if you step on two numbers at the same time.
(1) (2) meat
(3) (4) cheese
(5) (6) tomato
(7) (8) lettuce



Use these eight numbers on the Power Pad.

4) GAME OVER

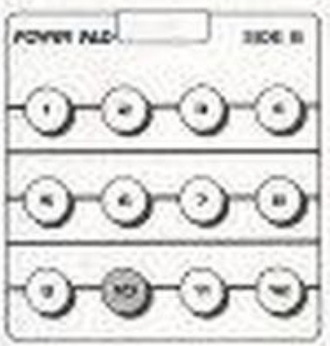
* If you make a mistake, it counts as a "miss".
* If the timer reaches the far right side of the "timer-bar", it also counts as a "miss" (the timer returns to the starting point when you make a correct order or after you have made a mistake.) If you "miss" three times, your game is over.
* If you reach the required number of ingredients, you win!
* If you want to start a new game during play, press the RESET button to return to the TITLE screen.

• EGGSPLODE

A naughty fox has crept into the chicken coop and is going to play some tricks on the hens with bombs. The bombs explode after a fixed period of time (the bomb will flash just before it explodes.) You have to step on these bombs and destroy them before they explode to save the hens. Sometimes, the hens are sitting on eggs. Be careful not to step on them!

1) GAME START

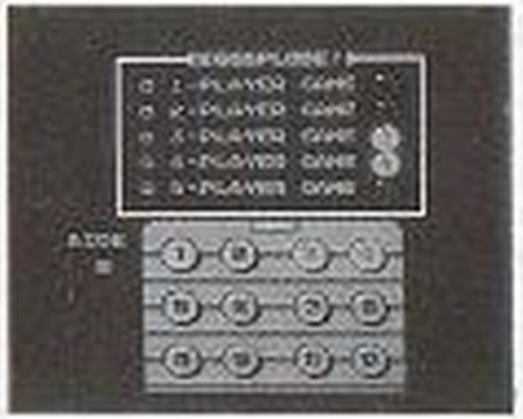
Step on (10) on SIDE B of the Power Pad.



2) GAME SELECT

Select how many people wish to play the game.

* 1-PLAYER GAME (1) A single-player game.
* 2-PLAYER GAME (2) A two-player game
* 3-PLAYER GAME (3) A three-player game
* 4-PLAYER GAME (4) A four-player game
* 5-PLAYER GAME (5) A five-player game



* When the game is over, all players' scores will appear on the screen.

3) GAME PLAY

* The fox will set bombs under the hens. Step on the bombs to destroy them before they explode.
* At first, there is only one fox who has 10 bombs. As you proceed in the game, the number of foxes increases (2, 3). The number of bombs will also increase (20, 30) and the game will get faster.
* The number of foxes goes up to a maximum of 3.
* The number of bombs goes up to a maximum of 60.
* Be careful not to step on the hen's eggs. If you do step on one, one of the birds in the "miss" box will be removed. If you step on another egg, your game will be over.
* The numbers on the Power Pad match the hen nests on the TV screen.

4) Scoring

* You get 100 points if you destroy the bomb while it is red, orange or blue. Just before a bomb is going to explode, it will start to flash. If you destroy it during this time, you get 300 points.

5) GAME OVER

* When two eggs have been squashed
* When a bomb has exploded

* If you want to start a new game during play, press the RESET button to return to the TITLE screen.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- — Reorient the receiving antenna
- — Relocate the NES with respect to the receiver
- — Move the NES away from the receiver
- — Plug the NES into a different outlet so that control Deck and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase if a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: 1-800-255-3700. Our Consumer Service Department is in operation from 6:00 A.M. to 6:00 P.M. Pacific Time, Monday through Saturday. Please Do Not send your Pak to Nintendo before calling the Consumer Service Department.

3. If the Nintendo Service Representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 — 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIR/SERVICE AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem requiring service after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo Service Representative is unable to solve the problem by phone, he may advice you of the approximate cost for Nintendo to repair or replace the PAK and may provide you with a Return Authorization number.

You may then record this number on the outside packaging of the defective PAK and return the defective merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Nintendo, and enclose a money order payable to Nintendo of America Inc. for the cost quoted you.(Repairs may also be charged on a VISA or MASTERCARD credit card.)

If after personal inspection, the Nintendo Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from sate to state.

Nintendo

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